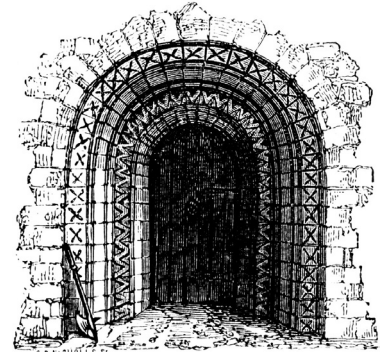


d100 Dungeon Dressings

Use this d100 chart to randomly generate seemingly mundane things that one might find while exploring a deep, dark dungeon. They will give intrigue to empty rooms and open spaces. Who knows, some of them might even be pretty useful to your players!



1	A pile of animal dung.
2	Broken shards of pottery.
3	Floating orbs of light illuminate the area.
4	An ornate urn filled with human ashes.
5	A beautiful, but dusty painting of the person buried here.
6	A pile of overturned flagstones.
7	A wax blob (candle stub).
8	A bundle of dead flowers.
9	Bat guano covers the floor in the middle of the room.
10	A grappling hook attached to a length of rope.
11	A 10-foot wooden bench.
12	A large puddle of murky water.
13	A branding iron with an unholy symbol at the end.
14	An old, damp leather boot that is now a spider's home.
15	Graffiti covering the walls from grave robbers.
16	A broken longsword.
17	Thick, silky cobwebs that hang from the ceiling.
18	A pile of broken gravel.
19	Ornate pillars that support the ceiling above.
20	The remains of a long dead tomb raider.
21	A beautiful statue of a deity of healing.
22	A broken crossbow.
23	Piles of animal fur are scattered throughout the room.
24	Magic candles light the surrounding area.
25	A small bundle of 1d4 torches.
26	A sarcophagus that has been locked tight.
27	A beautiful signet ring.
28	Food scraps from a common ration pack.
29	A beautiful mozaic tile floor.
30	A tube containing a spell scroll.
31	Skeletons in robes posed in a praying position.
32	A length of corroded chain.
33	A damaged crowbar.

34	A hole in the wall that has been patched up with stone/mortar.
35	A pit that leads to an area under the crypt.
36	A large wool blanket that looks new.
37	A wooden club that has been broken in half.
38	A steep, winding stone staircase that leads to another level.
39	A bundle of wax candles.
40	A holy altar that has been defiled.
41	A pile of gnawed humanoid bones.
42	A pile of chalky white bone meal.
43	A skeleton head laying upon a pillar in the center of the room.
44	A pile of rusted spikes.
45	A tapestry depicting the god of death with open arms.
46	A pile of broken arrows on the floor.
47	A bucket of rotten guts.
48	A large wooden chest that has long since been looted.
49	A beautifully crafted copper canelabrum.
50	A leather backpack that has been looted.
51	A pair of manacles without a key.
52	A tapestry depicting an ancient ruler from long ago.
53	Crimson ceremonial robes.
54	Tree roots bursting through the wall and growing into the room.
55	A cracked warhammer is carelessly tossed to the floor.
56	A broken gargoyle statue.
57	Bookshelves containing many ancient books that once belonged to the deceased.
58	A wooden chair with leather straps.
59	A map of the surrounding area.
60	A defiled holy book.
61	A large barrel that is completely empty.
62	A pile of stacked skulls, forming a pyramid shape.
63	A badly dented iron helmet.
64	A small iron lockbox that is empty.
65	An eerie mural of the underworld.
66	A small wooden stool.

67	A tapestry depicting heretics being gathered up and put to death.
68	A broken and empty potion bottle.
69	An iron gate that is locked tight.
70	A ring of iron keys.
71	A pile of 1d20+8 copper pieces.
72	A trail of dried blood that starts on the wall and slides across the floor.
73	A large crack in the ceiling. Dirty water can be seen dripping down.
74	A holy book of prayer.
75	A large water-stained carpet.
76	A pile of 50 ft. of rope.
77	A pile of coal.
78	A book of elven poetry.
79	A hollowed-out skull with a candle inside it.
80	A common fungus is breaking through the stone floor and growing into the room.
81	An oil lantern with 1d4 hours of oil remaining.
82	Strange spores growing out of the floor.
83	A pile of ashes on the floor, with bits of charred bone scattered throughout.
84	1d4 healing potions
85	A massive copper bell on a wooden stand.
86	A beautiful mural of a family tree.
87	An archway gate containing a pitfall trap.
88	A pile of mummified bodies.
89	An open sarcophagus with no body inside.
90	A large, torn hemp sack.
91	A glass bottle with a cork lid.
92	A secret iron ladder that leads to another floor.
93	Thick, rope-like spider webs that block off certain areas.
94	An ornate fountain filled with stagnant water.
95	A couple of rusty iron hooks.
96	A makeshift knife made from a slab of stone.
97	Piles of loose coffins stacked up along the wall.
98	A hammer and 1d10 pitons.
99	A bundle of sticks.
00	A broken holy symbol.



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